A

ZOMBIE PLAGUE

Expansion

TWITCHERS

By Rob Robinson

WHAT ARE TWITCHERS?:
Twitchers are Zombies who (after being attacked) have had their brain only 'slightly' traumatised. A Zombie brain that isn't haemorrhaged enough will fail to stop the Zombie totally, thus the Zombie continues to exist in a spasmodic state, flailing around in an uncontrollable rage.

Fortunately, the chances of a Zombie existing in this state is quite rare, as anyone encountering Zombie activity is only too keen to dispose of them as swiftly as possible.

TWITCHER QUANTITY:
The total number of Twitchers that can be available to the Zombie Player is calculated at the beginning of the game by rolling D6 for every 4 normal Zombies initially available to the ZP. The Zombie Player then takes that amount of Twitcher Tokens, which they can spend to try and generate Twitchers with, during the game.

TWITCHER GENERATION:
Twitchers are not placed as per the normal Zombie placement method, but are generated using the method below.

Whenever a Zombie is destroyed, the Zombie Player may choose to play one of their Twitcher Tokens in an attempt to convert that Zombie into a Twitcher. When making this attempt, the Zombie Player rolls D6, with the following results:

1	Zombie's brain is 'damaged'; it becomes a Twitcher
2 – 6	Zombie's brain is destroyed; remove it from play

A Zombie who becomes a Twitcher is replaced with the Twitcher Token (or alternatively, place the token under the relevant miniature) and from now on behaves as one (see below for movement and combat rules).

If the roll failed, the Twitcher Token is simply discarded (ie. lost), and the Zombie is removed from play as per the usual method.

The ZP may <u>not</u> attempt to stop a Twitcher being disposed of by spending further Twitcher Tokens; destroyed Twitchers are simply removed from play as normal.

Twitchers do not count towards the maximum # of Zombies allowed.

TWITCHER MOVEMENT & COMBAT:
Twitchers only receive 1AP per turn, which may be used either for movement or attacking.

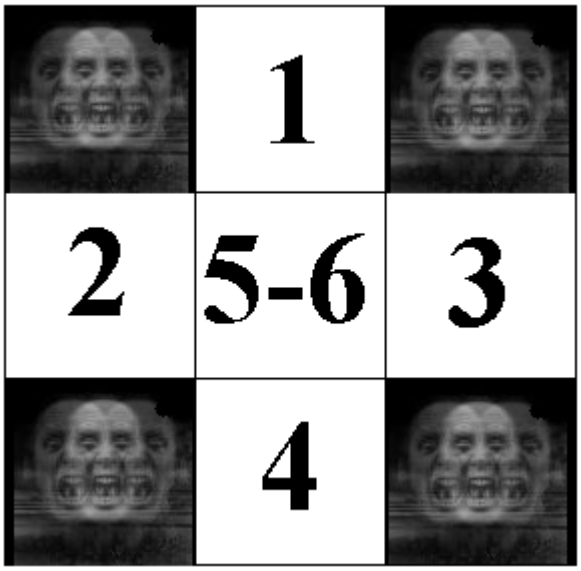
Twitchers attack (and are attacked) in exactly the same manner as normal Zombies, however movement is determined randomly by using the Twitcher Movement Template (due to their damaged brain functions). When moving a Twitcher, roll D6 and move it in the direction indicated on the Twitcher Movement Template (note that a 5 or 6 means the Twitcher remains in the same square).

Because of the flailing state of Twitchers, they do not have a direction of facing, and thus may attack any of the 4 adjoining squares.

TWITCHERS & MOVEMENT/AP REDUCTIONS:
Twitchers can never have their AP's reduced lower than 1. Thus, if a situation arises where this would be the case (eg. through directions on a card that is drawn), ignore that penalty for all Twitchers.

USE WITH THE 'BEAT EM OR BURN EM' EXPANSION (available separately):
Zombies that are destroyed by any kind of fire damage can not be converted to Twitchers by the Zombie Player.

If a Twitcher, while moving randomly using the Twitcher Template, ever moves into a Fire Token, it is destroyed and removed from play as normal (ie. the spasming Twitcher staggered accidentally into the fire).



Twitcher Movement Template

Twitcher Tokens

CREDITS

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